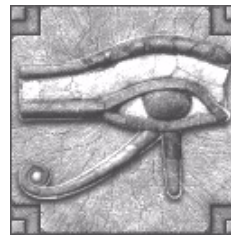


Hot Tips for Playing the Joseph's Story CD

1. **Dorm Room** – Listen to the message first, then exit the door. To open doors, barricades and special panel doors in the game you must use your SPACEBAR. Robin's foot can get caught on these. Sometimes you have to stand back, scooch or jump around them to move.



2. Press F1 key on your keyboard at any time for keyboard navigation information. Press ESC to pop-up the game menu, including "save" options.

3. **At the Airport** –go left and read the bulletin board on the hanger. Find the helicopter.

Helicopter Controls: S = start A = up Z = down K =Left L = Right B = brake
Fly straight ahead and land in the oasis on the helicopter pad.

4. **In the Dig Tent:** Grab an H2Oozinator water cannon. This is only used to blast water, rocks, sand, cobwebs and hippos. It does not blast any people or anything else. The best way to fire the water cannon is by moving your mouse and left clicking. CTRL button also fires the water.

5. **Stop, Activate and Listen to all Heiro-Trans units.** They will tell you important information, including giving you clues about direction and task.

6. **Stop and Read all signs for important clues. Save your game often.**

7. **In the Dream Court** you will need to find the Dig Passes then press your spacebar in front of the barricades to get them to open. Stand back a little from barricade to open. Listen, and then find the dig pass. There are two dig passes in this area. Each opens one barricade.

8. **In the Well** – **WARNING!** The slavetraders can trap you and end the game if you move too slow. Blast the rocks, then use your HOME and END KEYS to jump, crouch and keep moving quickly straight down the hallway. Hold the SHIFT key to move fast. Do not let them trap you in a side hallway. It is highly recommended that you **SAVE YOUR GAME** in the well **BEFOREHAND**.

9. **Potiphar's House** – **WARNING!** Potiphar's guards can surround you and **END** your game! **RUN FAST**. Find the Egyptian key and use your spacebar to open the panel with the key icon on it. Walk forward toward Potiphar.

10. **Pharaoh's Prison** –Listen carefully to the Cupbearer and Baker and the Heiro Trans units in their cells. One cell panel is the wrong way, one is the right way. Use spacebar to raise panel. **Save your game location NOW**. Do not fall in the water in the prison hallway, it is hard to jump out of. Listen to the Heiro-Trans units in the Prison Maze. If the statement is **TRUE**, go the direction of the **EYE**.

11. **Pharaoh's Court** – **WARNING!** Do not jump in Pharaoh's fountain. There is no escape from it. Listen to Pharaoh then choose the **CORRECT** solution to Pharaoh's dream carefully. A wrong choice will send you way back in the game!

12. **Court of Reconciliation** – Climb the scaffolding to find Sir Dabney. Do not to touch the Obelisk next to the scaffolding near Dabney until he tells you to. Climbing is challenging. Robin has big boots which catch on the posts. Do not approach the exit signpost until ready to exit the area. It will take you to a special version of the **TENT** with hyperjumps to game locations, music, hippo game, and helicopter tour options.

Save your games often. To save, select Esc, Save Game, arrow up/down to select slot, select Enter to select the slot and type the name of your saved location.

Visit www.sundaysoftware.com/joseph for free Joseph's Story game updates, tips and outline.

God has a plan for you! Love God, share your gifts, and be forgiving. Have fun